

Move Sequence in each period
1. Dice for arrivals and returns
2. Test reaction for first time in charge reach or shot at
3. Declare and Test for charges
4. Test Reaction for all other causes
5. Charge Response, break-off, rout, pursuit, recoil and follow up moves
6. Charge moves
7. Normal and rally moves
8. New orders and signals
9. Shoot

Order Code	
RF LF	Flank mark off-table, left or right
R C L	Operate in right, centre or left sectors, leave voluntarily only to charge enemy shooting or exp. flank
Q	Move half to full normal. Halt only within charge reach
W	Move up to half normal. Halt any time
S	Option to charge flanks, lights, shaken, disordered, mounted option to counter charge similar or lighter mounted . Foot option to stand in defence of cover, otherwise evade enemy charges, do not initiate charges.
H	Option to charge enemy blocking target. Foot option to countercharge foot. Mounted option to countercharge any mounted and light options to evade elephants. Otherwise stand to receive charges. Do not initiate charges
A	Mounted and lights option to evade elephants. Foot stand to receive charging mounted, otherwise counter-charge if charged. Always has option to initiate charge
Test reaction if:	
First time in charge reach or shot at	
Player wishes to initiate charge	
In response to enemy charge against testers	
Shot at 3 consecutive periods, or 2 per fig, or 4 per model in 1 period	
Surprise sighting within 100	
Friendly unit broken within 150	
General, army standard or religious relic group lost	
Wishful to refrain from pursuit or cease routing or looting	

Throw three dice if still above two-thirds of original strength, two if above half, or one if half or less	
Testers or any friendly body within 150 paces are advancing	+ 1
Each enemy body within 150 paces that is retiring	
Each other friendly body within 150 paces charge or counter-charge, pursuing	
Army standard is advancing and within 300 paces	+ 2
More hand-to-hand casualties last period than they received	
Each enemy body within 150 paces	
Testing to charge flank, lights, shaken, disordered	
No more than a single enemy body within 150 paces	+ 3
Relic, sacred banner, religious group or equivalent can be seen within 300 paces	
Pursuing	
Impetuous, looting	- 1
Any enemy body within 150 paces is advancing	
Each other friendly body within 150 paces that is retiring except light troops	
Any unbroken enemy elephants or chariots within 150 paces	
Any figure with long range weapons	
Each half casualty per figure or two per model received from shooting last period	
Army standard is retiring and within 300 paces	- 2
More hand-to-hand casualties last period than they inflicted.	
Each other friendly body seen now or last period within 150 paces being broken and not seen to have rallied.	
Enemy within 150 paces behind flank or are uphill of testers, or unfriendly cover within 100	
No other unbroken friendly unit within 150 paces	
Explosions, incendiaries or arty attack or mounted disordered by EL, Cam or art	- 3
Relic, sacred banner, religious group or equivalent lost within 300 paces	
If light troops who are testing to initiate a charge or for occasion 1	
Mounted troops testing in response to a charge on them by foot	+ 1 or - 1
Surprised, shaken or routing, or if most senior general within 150 paces disabled	
Army standard lost within 300 paces	
Commander-in-chief or his champion have been defeated in personal combat	
Both flanks and rear are all secure	+ 2 or - 2
Commander-in-chief or a subordinate general in line of command is within 150 paces	
Uphill of all enemy within 150 paces, or inside a wood, village or fortification,	+3 or - 3
Subordinate general with testers	
Commander-in-chief with testers	

REACTION RESULTS

Troop Classes:						Overriding reaction instructions if:		
'A'	'B'	'C'	'D'			No charges are yet involved	Testing to initiate charge	Testing in response to charge on selves
Irr.	Reg.			Reg.	Irr.			
12	16	15	17	20	15	Become impetuous.	Become impetuous.	Become impetuous.
11	15	14	16	19	14	Obey orders. Routers rally.	Charge.	Make any response orders permit.
to	to	to	to	to				
6	6	10	13	16				
5	9	12	15	13		Obey orders. Routers rally.	If mounted, can't charge facing close formation foot.	If S orders, must evade. If H orders, can't counter-charge.
to	to	to	to	to				
4	7	9	10	12				
3	6	8	9	11		No advance this period. If already shaken, stay so. Routs continue	Do not charge. If already shaken, stay so.	Can't counter-charge. If S orders, must evade. If already shaken, stay so.
	to	to	to	to				
	4	5	6	9				
2	3	4	5	8		Become shaken.	Become shaken.	Break if already shaken or if S orders, otherwise become shaken, receive at halt.
to	to	to	to	to		No advance this period. Routs continue.	No advance this period.	
1	2	3	4	6				
0	1	2	3	5		Break if elephants, recoiling or counting broken friends. If not, become shaken, retire for two periods. Routs continue.	Break if counting broken friends. If not, become shaken, retire disordered for two periods.	Break.

Units can be shaken by:

Falling below half strength
Reaction testing result
Five times as many melee cas. As inflicted and ½ per figure or 2 per model
Breaking or being burst through

Cessation- cured disorder caused by:

Difficult terrain or infantry mounted
Penalised interpretation
Camels or not-Indian horses within 30 of Elephants if familiarised, 60 if not, or non-arab horses within 30 or camels
Elephants within 60 or dummy or shot at with any fire weapon
Animals within 60 of first bang or rocket flight
Charged in flank without completing turn
Foot caught moving by mounted

Rally- cured disorder caused by:

Breaking, evading, charging, more than normal move without ending in contact, ceasing pursuit, contacting new enemy in pursuit, or looting
Recoiling over difficult terrain or from mounted charge, or failing to force chariots or elephants to recoil.
Disembarking, being caught mounting or dismounting or having recoiled from flank charge contacting before turning to face
Impetuous changing direction or formation

MOVE DISTANCES	Normal	Charge	Evade
Super heavy knights, extra heavy knights and heavy chariots	80 paces	160 paces	30 paces + die.
Super heavy cataphracts, super heavy camels and war elephants	80 paces	120 paces	20 paces + die
Extra heavy, heavy or medium cavalry and light chariots	120 paces	160 paces	70 paces + die.
Extra heavy, heavy, medium or light camelry and mounted infantry	120 paces	120 paces	20 paces + die
Light cavalry	160 paces	200 paces	90 paces + die.
Super heavy infantry	40 paces	40 paces	0 paces + die
Extra heavy infantry	60 paces	60 paces	10 paces + die.
Heavy or medium infantry	60 paces	80 paces	20 paces + die.
Light heavy, light medium or light infantry	80 paces.	100 paces.	40 paces + die.
Manhandled light bolt-shooting artillery	60 paces		
Light bolt-shooting artillery on mule carts, other light carts and all pack animals	80 paces	80 paces	0 paces + die.
Ox-drawn artillery, cans or wagons	40 paces		
Siege towers and penthouses on land	20 paces	20 paces	20 paces
Fighting ships under full oars	120 paces	160 paces	70 paces + die.
Ships joined to fight or carry siege gear	60 paces	60 paces	0 paces + die.
Ships backing water	40 paces		30 paces + die.

Shooting Ranges	Maximum range:	Count as long if:	Height factor:
Personal fire syphons and hand-hurled naphtha bombs.	20 paces		10 paces
Javelins and two-man fire syphons	*40		10
Darts	80	40+	10
Slings	120		
Hand firearms and organ guns	120	60 +	
Mounted bows and Japanese or Indian mounted longbows	180	80+	20
Foot bows and mounted crossbows	240	80+	20
Staff sling	240		20
Foot longbows	280	80+	20
Foot crossbow	300	80+	20
Stone or bolt-shooting engines, bombardars and rockets	480	180+	30

Weapon Factors	SHK.	SHC. SHCm.	EHK. EHC EHCm.	HC. HCm. HCh.	MC. MCn.	LC. LCm. LCh.	SHI.	EHI.	HI. LHI.	MI. LMI. Art	LI.	EL.
Javelin, dart or bow	0	-1	1	3	4	3		-2	1	2	2	1
Sling or longbow	2	2	3	3	3	2	0	1	2	2	1	1
Crossbow or staff sling	1	2	2	2	2	1	0	1	1	1	0	1
Artillery, firearms, incendiary liquid	2	2	2	2	2	1	2	3	3	3	1	2

Weapon Factors	SHK	SHC SHCm	EHK	EHC EHCm	HC HCm HCh	MC MCm	LC LCm LCh	SHI	EHI	HI LHI	MI LMI Art	LI	EL
Lance, if charging	1	3	2	4	4	5	5	3	4	4	4	5	0
Other cavalry or camelry weapons or circumstances	0	1	1	2	3	4	4	1	1	2	2	4	0
Pike or long thrusting spear on foot	3	2	4	4	5	5	4	0	1	2	3	4	2
Heavy throwing weapon and sword at contact	2	2	3	3	3	3	3	0	4	5	5	5	4
Two-handed cutting, concussive, or cut-and-thrust pole weapon	4	5	5	5	5	5	4	2	3	5	5	5	3
Other infantry or artillery weapons or circumstances	0	1	1	2	2	3	3	0	1	2	3	4	1
Elephant or chariot horse	3	3	3	2	2	2	1	4	3	2	2	0	0
Armed elephant or chariot crew	0	0	0	1	2	3	2		0	1	2	1	0
Extra for light spear or javelin at contact, against elephant, or pursuing					+1	+1	+2			+1	+1	+2	+2
Extra for horse of charging, following-up, interpenetrating or pursuing scythed chariot	+4	+5	+4	+3	+2	+2	+1	+1	+2	+3	+3		
Hand-to-hand Tactical Factors					Shooting Tactical Factors								
Impetuous charging or counter, or mounted v. disordered foot or pursuing.					+2	If the target is shieldless MI or LMI.						+2	
Charging, following up or pursuing					-1	Target is shieldless troops other than MI or LMI						+1	
Steady pikes or long thrusting spears receiving an impetuous mounted charge						Shooters are disordered or shaken						-1	
Advanced down or from a hill						target moved at least 90 paces or ended in contact or in cover						-2	
Opponents shieldless or flanked SHD,EL or CH						Long range over more than 1 rank or over other unit						½ figs	
Not pikes, faced by pike or long spear armed AT, 1 st contact by elephant or pikes					-1								
If faced by two-handed cut-and-thrust pole weapons wielded on foot or mounted.													
Each ½ casualty per figure or two casualties per model received from shooting													
If disordered- for each cause													
If opponents halted facing on higher ground					-2								
Fighting to cross defended obstacle													

Shaken			
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Total of factors:	Number of figures shooting or fighting:													
	10	20	30	40	50	1	2	3	4	5	6	7	8	9
- 3	3	6	9	12	15	0	0	1	1	1	2	2	2	3
- 2	4	8	12	16	20	0	1	2	2	2	3	3	3	4
- 1	5	10	15	20	25	1	1	2	2	3	3	4	4	5
0	6	12	18	24	30	1	1	2	3	3	4	4	5	6
+ 1	8	16	24	32	40	1	2	2	3	4	5	6	6	7
+ 2	13	26	39	52	65	1	3	4	5	6	8	9	10	11
+ 3	16	32	48	64	80	2	3	5	6	8	9	11	13	14
+ 4	20	40	60	80	100	2	4	6	8	10	12	14	16	18
+ 5	25	50	75	100	125	3	5	8	10	13	15	18	20	23
+ 6	32	64	96	128	160	3	6	9	13	16	19	22	25	28
+ 7	40	80	120	160	200	4	8	12	16	20	24	28	32	36
+ 8	50	100	150	200	250	5	10	15	20	25	30	35	40	45
+ 9	63	126	189	252	315	6	13	19	25	32	38	44	50	57
+ 10	80	160	240	320	400	8	16	24	32	40	48	56	64	72
+ 11	100	200	300	400	500	10	20	30	40	50	60	70	80	90
+ 12	126	252	378	500	630	13	25	38	50	63	76	88	101	114
Count better than + 12 as + 12, count worse than -3 as zero casualties														